



Appl. No. : 09/688,775
Filed : October 16, 2000

Cont
Q1
voucher may be presented at the gaming machine, with the authenticity of the voucher and its value determined by utilizing the voucher information stored at the host.

IN THE CLAIMS

Please replace the following claims as indicated:

A2
1. A method of issuing a voucher with a remote voucher generation device associated with a gaming system including a gaming machine and a host, comprising the steps of:
generating data regarding a voucher to be printed;
creating a data record regarding said voucher for later use in accepting said voucher when presented for use, said data record including value is usable at said gaming machine to establish entitlement to play a game;
generating said voucher, said step of generating including the step of printing information regarding said voucher;
issuing said voucher for later presentation at said gaming machine; and
storing at least a portion of information comprising said data record regarding said voucher at said host.

A3
9. A voucher generation and accounting system comprising:
at least one gaming machine adapted to accept credit from a player, present a game for play by a player and pay an award in the event a winning event is achieved by play of the game, said at least one gaming machine adapted to receive a voucher representing credit;

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at least one host with which said at least one gaming machine is associated, said at least one host arranged to transmit information to said at least one gaming machine and receive information from said at least one gaming machine; and

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u3 at least one voucher issuance device, said voucher issuance device adapted to generate data regarding a voucher representing credit for use by a player at a gaming machine, print said voucher, and create a record regarding said voucher including the credit represented by said voucher, said at least one voucher issuance device in communication with said at least one host for providing voucher information for use by said host in verifying a voucher presented to said at least one gaming machine.

Please add the following new claims:

21. A method of utilizing a voucher to play a game at a gaming machine comprising the steps of:

generating data regarding a voucher to be printed, said data including a number of credits usable at a gaming machine;

A4 creating a data record regarding said voucher;

storing said data record;

issuing said voucher at other than said gaming machine;

accepting said voucher at said gaming machine;

transmitting information from said gaming machine regarding said voucher for verification using said data record; and